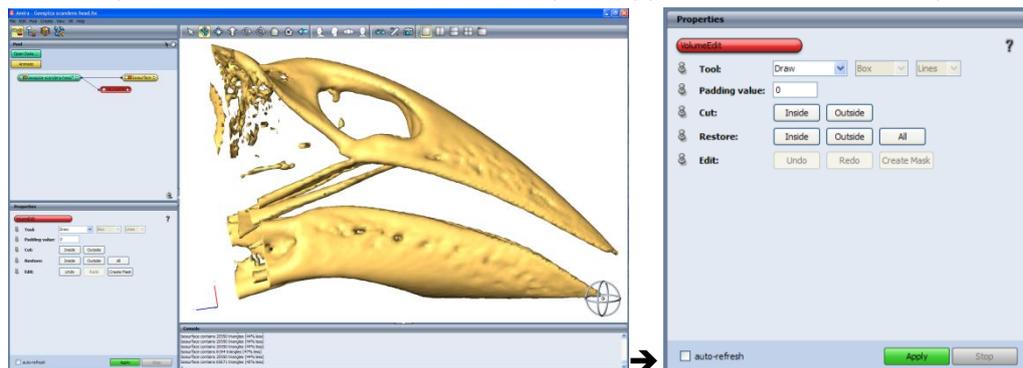


Cutting away unwanted parts in a reconstruction - VolumeEdit

When reconstructing, it may be useful to remove unwanted bits, such as the container in which the specimen was mounted. If the container shows differences in grey-values from the structures needed, it can be removed by performing a digital dissection (see doc for that).

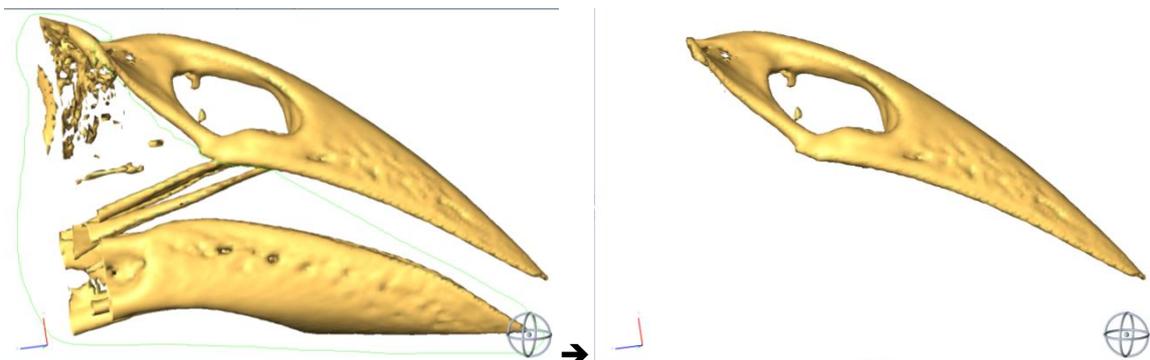
Alternatively, parts can be cut away by using the '**VolumeEdit**' tool (Compute – VolumeEdit).

For example, in the reconstruction below, only the upper beak needs to be kept.



Choose “draw” as tool and click on ‘inside’ or ‘outside’. Then draw the outline in the viewer around the structure that needs to be cut away (when selected the ‘inside’ button) or that needs to be kept (when selected the ‘outside’ button). This line does not need to be a closed line. The data being cut away is not the surface model but the voxel data (so when generating a new isosurface, the surface is closed in the region cut away). Then click ‘apply’. When doing so, everything is cut away over the whole depth of the surface model. By changing the orientation of the surface model in the viewer, one may cut away bits by bits in different views.

In this example, the ‘inside’ button was selected and the following region was drawn (green line). Then click ‘apply’ and generate isosurface of cut surface.



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